

***APF* electronics, Inc.**  
**hangman**  
**tic-tac-toe**  
**doodle**  
**operating instructions**

**Cartridge # MG 1003**

Insert the cartridge into the main unit and press the reset button. There are seven games listed.

## HANGMAN

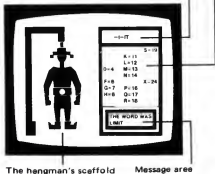
### Game #'s 1 - 4

Hengman can be played by 1, 2, 3 or 4 players. After keying in the game #, the question "How many players?" will be displayed. Simply key in 1, 2, 3 or 4.

The play field looks like the following:

The #'s to enter for each of the possible 26 letters.

From 1 to 10 blanks indicating the # of letters in the hidden word.



## **OBJECT**

Guess letters of the alphabet that are in the hidden word.

If you guess a letter correctly; the letter replaces the blanks in the word where it belongs and you go again. If you guess wrong, a piece is added to the hangman and the next player goes.

## **USE OF YOUR CONTROLLERS**

1. Players 1 and 3 use the left controller.  
Players 2 and 4 use the right controller.
2. To enter a letter, key in the number of the letter and press the enter key. If you wish to clear an entry, touch the clear key before the enter key.

## **GAME VARIATIONS**

Games 1, 2 and 3 are variations that limit the number of letters in the hidden word according to your skills.

GAME 1 – 3 to 6 letter words

GAME 2 – 7 to 10 letter words

GAME 3 – 3 to 10 letter words

GAME 4 – allows you to enter your own word.

1. After selecting game #4 and the # of players, you enter in the letters of the word by keying in the number of the letters and then touch the enter key.
2. You can only use the left controller to enter a word.
3. You can enter from 1 to 10 letters.
4. When you have entered all the letters, key in 99 and touch enter. You are now ready to play.

## TIC – TAC – TOE

1. You can play 2 player Tic-Tac-Toe (Game 5) or 1 player against the computer (Game 6).
2. "X" is always the left player, and "O" is the right player.
3. To enter the square to place your X or O, simply touch the square # on your controller. .
4. CLEARING – at the end of a game you can start another game by touching the clear key of the right controller.

## DOODLE

Game #7 allows you to draw the pictures on the screen. You can draw up to 512 boxes with any of 9 colors in each. When you start game 7, there will be a blue square in the upper left corner of the screen.

### Using your controllers

1. to move the square, simply use the joystick portion of either controller. You can move it up, down, left or right.
2. to change color of the square, press any number key 0 – 8 (9 total colors).